

BeoTalk 1100

BANG & OLUFSEN **B&O**

Dear Customer!

We hope that your new BeoTalk 1100 from Bang & Olufsen will be very useful to you. BeoTalk 1100 is a combined telephone answering machine and Caller ID receiver in which design, comfort and functionality are of extremely high quality.

We would very much like to hear about your experiences with your new BeoTalk 1100. Anything which you consider important – positive or negative – may help us in our constant efforts to refine our products.

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Introduction of BeoTalk 1100

BeoTalk 1100 cherishes the sanctity of private life and gives you independence...

...It is up to you to decide with whom you want to talk and when. The display will tell you who is calling.

...See who called and when. The Caller ID list will show you all the incoming calls.

...Play the received messages and internal messages exactly when it suits you.

...Record up to four different outgoing announcements two of which offer the possibility of giving specific announcements to selected telephone numbers.

...It is up to you to decide when the phone may ring. Connect Silent Answer if you do not want to be disturbed by the telephone, and let BeoTalk 1100 answer the calls.

...It is up to you to decide from whom you want to receive messages. Connect Rejection of incoming calls to avoid unwanted calls.

The local control of BeoTalk 1100 has two operating levels...

The *primary operation* takes place by means of the three keys on the front of the telephone answering machine.

The *secondary operation* takes place by means of the keys under the cover. These keys conceal the numerous functions which make it possible to choose individual combinations.

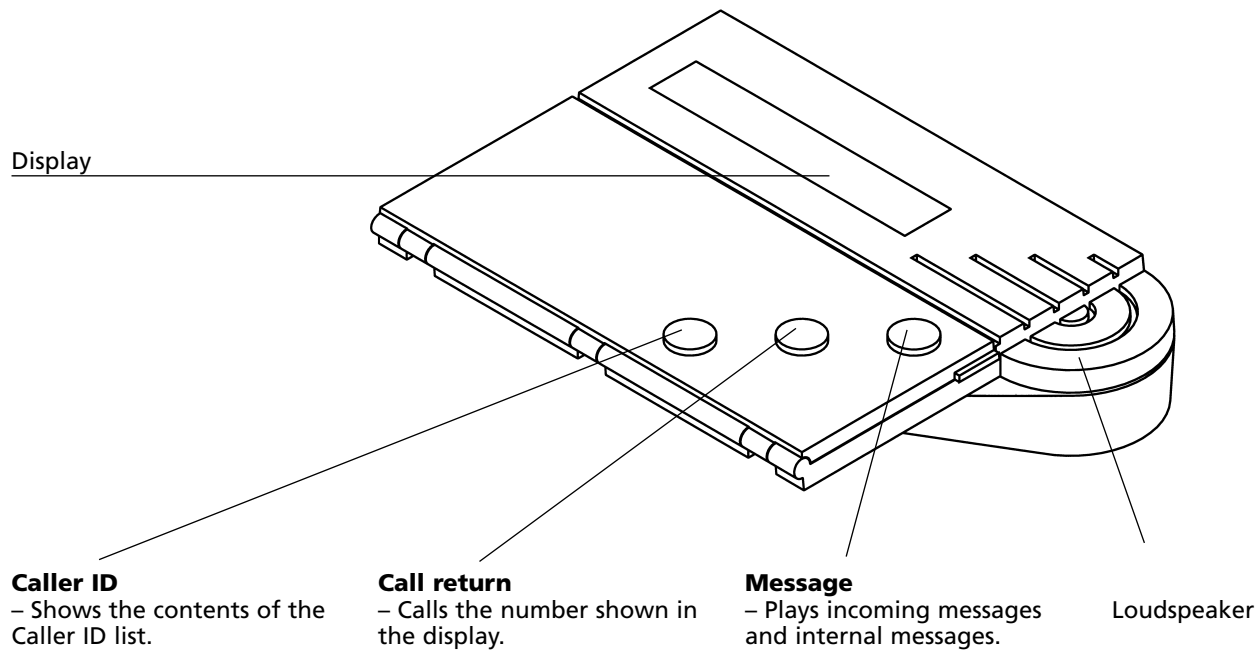
The remote control enables you to operate your BeoTalk 1100 even when you are not at home.

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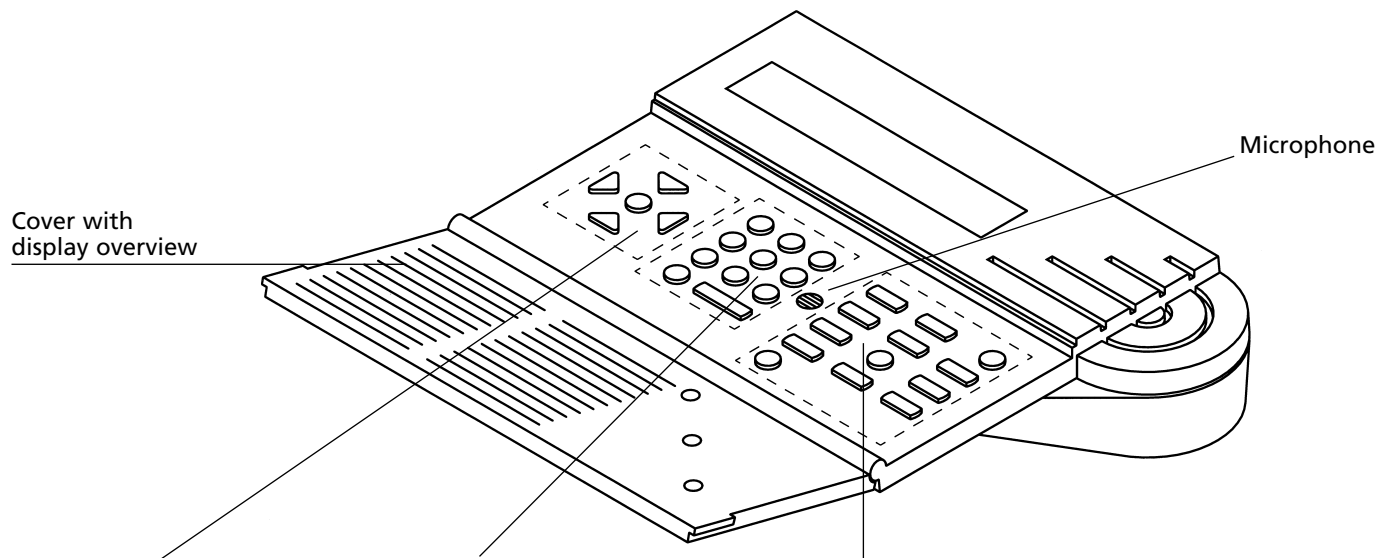
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Primary operation panel

8



Secondary operation panel



Type of announcement

- Choosing Announcement Only, Announcement and Message, Group announcement and Personal announcement.
- Recording announcements.

Entering

- Entering numbers.
- Storing.

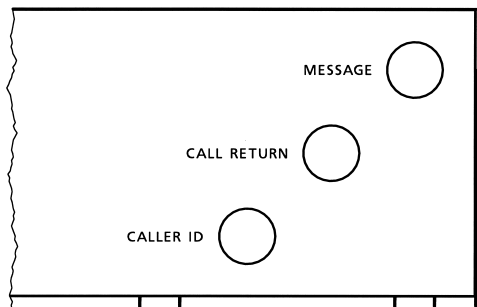
Functions

- Functions and settings.

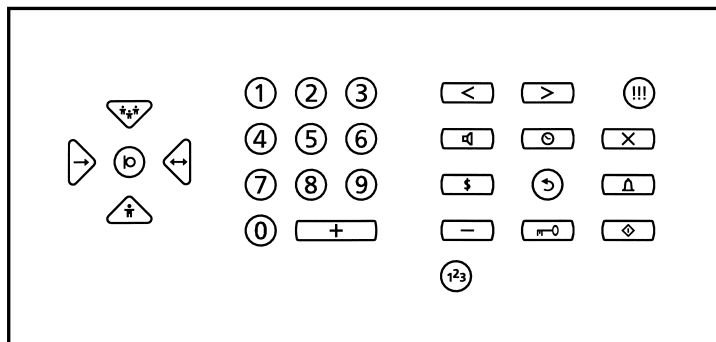
Description of BeoTalk 1100 keyboard

10

The primary operation panel



The secondary operation panel



Caller ID and **123**
Message and **!!!**
Call return and ↶



Caller ID
 Message
 Call number
 Announcement
 Only
 Announcement
 and Message
 Group
 announcement

Personal
 announcement

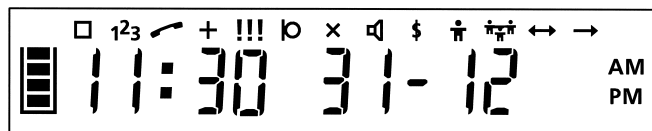
Recording

- Shows the contents of the Caller ID list.
- Plays incoming messages and internal messages.
- Calls the number shown in the display. Cancel operation
- Records and plays announcement.
- Changes to one-way answering machine function.
- Records and plays announcement.
- Changes to two-way answering machine function.
- Records and plays announcement.
- Entering phone numbers for Group announcement.
- Activates and deactivates Group announcement.
- Records and plays announcement.
- Entering phone numbers for Personal announcement.
- Activates and deactivates Personal announcement.
- Records outgoing announcements and internal message.

Page:
 20, 29
 21, 30
 22
 18, 24, 25
 28
 18, 24, 25
 28
 24, 25
 26, 27
 28
 24, 25
 26, 27
 18, 24
 18, 24, 31

0...9	Number keys	<ul style="list-style-type: none"> • Setting the clock. • Entering phone numbers for Group announcement and Personal announcement. • Entering phone numbers in the Rejection list. • Entering ringing time. • Entering PIN-code for Remote control. 	16, 17 26, 27 32 35 36
+	Store/status	<ul style="list-style-type: none"> • Stores entered digits. • Stores a message as a new message. • Quick closing after an operation. • Shows memory spent. 	17, 19, 26, 32, 35, 36 30 19 42
∧	Volume / cursor	<ul style="list-style-type: none"> • Decreases the volume. • Moves to previous digit. • Moves to previous phone number. 	35 17, 19, 27, 35, 36 27, 33
∨	Volume / cursor	<ul style="list-style-type: none"> • Increases the volume. • Moves to the next digit. • Moves to the next phone number. 	34 17, 19, 27, 35, 36 27, 33
🔊	Listening-in	<ul style="list-style-type: none"> • Activates and deactivates Listening-in during a call. 	34
🕒	Clock	<ul style="list-style-type: none"> • Setting the clock. 	16, 17
✕	Rejection of incoming calls	<ul style="list-style-type: none"> • Entering phone numbers in the Rejection list. • Activates and deactivates the Rejection function. 	32 33
💰	Rate saver	<ul style="list-style-type: none"> • Activates and deactivates the Rate saver. 	39
🔇	Silent Answer/	<ul style="list-style-type: none"> • Activates and deactivates the Silent Answer 	34
⏰	Ringing time	<ul style="list-style-type: none"> • Setting the ringing time. 	35
	Delete	<ul style="list-style-type: none"> • Deletes a phone number. • Deletes a message. • Deletes a number from the Caller ID list. • Deletes a digit when storing a number. • Cancels a stored number. 	27 30 29 19 19
🔑	PIN-code	<ul style="list-style-type: none"> • Entering PIN-code for Remote control. 	36
🔒	On/off	<ul style="list-style-type: none"> • Activates and deactivates the answering machine function. 	18, 28

Description of the symbols in the display





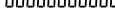




The display is illuminated during an operation, as well as when there are new messages and new phone numbers in the Caller ID list. At other times the display is dimmed.






Symbols that are always illuminated when the function is in use.

Page:



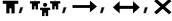
	Shows how much of the memory has been used.	42
0...9	Shows time and date.	17
0...9	Shows phone numbers.	20, 29
:	Separates hours and minutes.	17
-	Separates day and month.	17
AM PM	12hr or 24hr time display selected.	17
	Is shown when compressed messages are being played.	42
123	New numbers in the Caller ID list. Caller ID is being operated.	20, 29
	A parallel telephone is being used.	22
+ !!!	The number shown in the display has a message with it.	20, 29
+ !!!	Is shown when messages have been stored.	30
!!!	New incoming message or internal message. Operating messages.	21, 30
P	Recording of outgoing announcements or internal message.	18, 24, 31
X	The Rejection function has been connected.	33
	Listening-in has been connected.	34
\$	Rate saver has been connected.	39

	Personal announcement has been recorded and the function has been activated.	28
	Group announcement has been recorded and the function has been activated.	28
	Recording of Announcement and Message has taken place and the function has been activated.	24, 28
	Recording of Announcement Only has taken place and the function has been activated.	24, 28
	Silent Answer is connected.	
	There are no numbers in the phone number lists or in the Rejection list.	26, 32
	Is shown while playing Internal message.	31

Symbols that flash

	Personal announcement has been deactivated.	28
	Group announcement has been deactivated.	28
	No announcement has been recorded for the chosen type of announcement.	25
	The Rejection function has been deactivated.	33
	Memory is full.	42

Symbols that flash shortly 4 times and then disappears

	Listening-in has been deactivated.	34
	Rate saver has been deactivated.	39
	It is not possible to connect the function due to no announcement or phone number.	

To make the most of all the features of BeoTalk 1100 it is necessary that you subscribe to the Caller ID service offered by your telephone company.

A British Telecom subscription is a precondition for using Silent Answer. Furthermore, a Caller ID subscription is a precondition for using Caller ID, Personal announcement, Group announcement, Rejection of calls and to be able to make calls with **Call return** or ↶.

Without a Caller ID subscription you may use BeoTalk 1100 as a traditional telephone answering machine with Announcement Only (→) and Announcement and Message (↔).

As a result of Caller ID, BeoTalk 1100 cannot be connected to a switchboard.

Quick guide to BeoTalk 1100

Installation

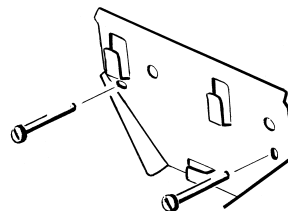
BeoTalk 1100 can either be placed on a table or mounted on the wall using the enclosed wall bracket and screws.

BeoTalk 1100 should not be placed in dusty or dirty environments. Nor must it be exposed to excessive moisture.

With a view to using **Call return** it would be practical to place BeoTalk 1100 close to a telephone.

Wall mounting

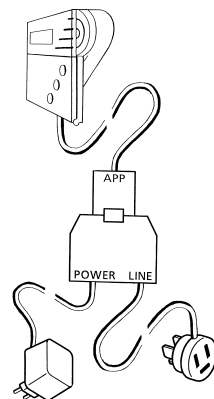
- Mount the wall bracket with the enclosed screws.
- Lead the cord down through the slot on the back of BeoTalk 1100.
- Lead the cord behind the pin on the wall bracket so that the wire is kept towards the wall.
- Place BeoTalk 1100 on the wall bracket.



Connection

- Connect the cords as shown on the drawing.
- Plug in the telephone cord.
- Connect the net adapter to the telephone wall socket.

If you wish to extend the cords, please be aware that only the cord from LINE to the telephone network can be extended. Exchanging the remaining cords would have an effect on the functions of BeoTalk 1100.



Settings

Before you start using your BeoTalk 1100, we recommend you to adjust the display contrast. At the same time it is a good idea to set the clock.

Adjusting the display contrast

The display contrast can change between two possible adjustments. Choose the most convenient adjustment. This depends on whether BeoTalk 1100 is mounted on the wall or placed on a table.

Displaying and setting the clock

Set the clock in the display of BeoTalk 1100 to your choice:

1. Shows hours and minutes with day and month as a 12-hour clock with AM/PM.
2. Shows hours and minutes with day and month as a 24-hour clock.


After this you can set the clock and the date.


Adjusting the display contrast

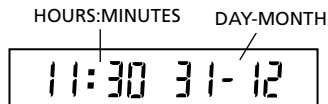
Press **+ 0 +**

The display contrast switches between 2 levels.


Selecting type of clock

Press  until the wanted setting is displayed.

Each time  is pressed, the time will change between 12-hour and 24-hour clock.




Setting time and date

Press 


The cursor flashes below the first digit.


Set time and date with the keys
0...9


Press  to store the setting.

Present time is shown in the display.

While setting the clock...

Press  to move the cursor to the right.


Press  to move the cursor to the left.


Press  for 2 seconds to delete setting.


Selecting AM or PM for 12-hour clock


Press  until AM or PM is shown in the display.

The cursor flashes below the first digit.

Press  to move the cursor to AM/PM.

Press  until the wanted setting is displayed.

Each time  is pressed, the time changes between AM and PM.

Press  to store the setting.

Announcements

With BeoTalk 1100 you have the possibility of recording 4 different types of announcements:


- *Announcement Only...* One-way announcement without possibility of the person calling leaving a message.
- *Announcement and Message...* The traditional answering machine function – the person calling can leave a message after having listened to your announcement.
- *Group announcement...* A special outgoing announcement for up to 30 previously stored specific phone numbers – the person calling can leave a message.
- *Personal announcement...* Same type of announcement as Group announcement, but for a maximum of 3 previously stored phone numbers only.


See page 24-28 for more information about the different types of announcements.

Recording an announcement (for instance Announcement and Message)

Press ↔

↔ is shown in the display.

Press 

 is shown in the display. The time counts from 0 : 00

Record an announcement



Press 

The announcement is played back and the duration of the announcement is shown.

Activating the answering machine function

After recording an announcement, the answering machine function must be activated.


Activating the answering machine function

Press  until  is shown in the display.

The answering machine function has now been activated.

Operating principles

There are a few general rules when operating BeoTalk 1100.

- Press **Call return** or  twice in rapid succession to cancel an operation.
- Press **+** to conclude an entering of digits.
- Editing possibilities while entering digits:
 - Press **>** to move the cursor to the right.
 - Press **<** to move the cursor to the left.
 - Press **—** to delete a digit (this does not apply when setting the clock).
 - Press **—** for two seconds to delete a stored entry.
- Press **+** for rapid conclusion and to return to clock. This does not apply when playing messages.

The most used functions are operated by means of the three keys on the front of BeoTalk 1100.

Caller ID function

BeoTalk 1100 has a built-in Caller ID function so that you can see the phone number of the person calling. The number is shown in the display immediately before or after the phone starts ringing, depending on the operator.

The phone numbers of the 50 latest calls received are stored in the Caller ID list. Time and date of each call are also stored.

All numbers, from which you have received calls, are transferred to the Caller ID list – even when the answering machine function has been disconnected.

When there are new numbers in the Caller ID list, the display is illuminated and the symbol **123** is on.

The Caller ID list is displayed by means of the **Caller ID** key.

See page 29 for more information about the Caller ID function.

Displaying Caller ID

Press **Caller ID**

The last number is shown in the display alternating with the time of the call, e.g. 96844400 alternating with 03:35 05-21

Advance in the list...

Press **Caller ID**

The next number is shown in the display alternating with the time of the call.

123 is turned off in the display when the number of the latest call has been shown or when the message attached to it has been played.

Go back in the list...

Press **Caller ID** until the previous number is displayed.

If the number has a message to it, this is shown in the display with **+ !!!**.

...playing an attached message

Press **Message**

Incoming messages

When there are new messages, the display is illuminated and the symbol **!!!** is on.

At the same time, a flashing digit indicates the number of new messages. If there are more than 9 unplayed messages, 9 is shown.

The phone numbers of the messages are stored in the **Caller ID** list.

Press the **Message** key to play the messages.

Even though BeoTalk 1100 has received a call and is actually playing an announcement, at any time you can cut in and continue the conversation by lifting off the handset of your telephone.

See page 30-31 for more information about incoming messages.

Playing messages

Press **Message**

Playing of new messages begins – newest message first. The phone number is shown in the display alternating with the time for the call.

!!! is turned off in the display when the last new message has been played.

Playing previous message...


Press **Message** until the number of the previous message is displayed.

Cancel playing...

Press **Call return** twice in quick succession.


Making a call from BeoTalk 1100

BeoTalk 1100 can make a call to any phone number registered in the Caller ID list, the phone number lists for Group announcement and Personal announcement plus the Rejection list.

You can make the call by pressing the **Call return** key on the front of BeoTalk 1100 or with  under the cover.

Making a call from a parallel telephone

When you make a call from a telephone on the same exchange line, BeoTalk 1100 shows the number called.

This can be an advantage, for instance if you call from a telephone without display. Together with the number called, also the symbol  is shown in the display of BeoTalk 1100 to indicate that the line is busy.

How to find and display a number

Press **Caller ID** once or several times.

Numbers from the Caller ID list are shown in the display.

or

Press  or 

Press **<** or **>**

Numbers from the list for Group announcement or Personal announcement are shown in the display.

or


Press **X**


Press **<** or **>**

Numbers from the Rejection list are shown in the display.

Calling a number shown in the display

Find and display the number as described above.

Press **Call return** or  while the number or the time is displayed.

BeoTalk 1100 calls the number and  flashes in the display. The telephone takes over the call.

Lift the telephone handset when the number has been called.

Cancelling a call

Press **Call return** or 

BeoTalk 1100 cuts off the call.

If the called number is busy, BeoTalk 1100 will automatically hang up.

The more advanced functions are operated by means of the keys under the cover.

Announcements

With BeoTalk 1100 you have 4 different announcement options:

- *Announcement Only* (→) is the announcement for one-way communication which excludes the possibility of the person calling leaving a message. Furthermore, Announcement Only is used if the memory is full, and it is not possible to record new messages.
- *Announcement and Message* (↔) is the traditional answering machine function. The person calling can leave a message after the tone.
- *Group announcement* (☎☎) is a special announcement for calls from a maximum of 30 phone numbers of your choice. Enter the phone numbers in the list for Group announcement or transfer them from the Caller ID list. Group announcement is always two-way communication (announcement and message function).

Recording an announcement

Press →, ↔, ☎☎ or ☎

Press ☎

Record the announcement

Press ☎

If you wish you can repeat this process in order to record more announcements. You can record all 4 types of announcements at once and then later on connect the type of announcement required. Subsequently you switch on the answering machine function.

→, ↔, ☎☎ or ☎ is shown in the display.

☎ is shown in the display.

The announcement is played back and the duration of the announcement is shown.

- *Personal announcement* (📞) is the same type of announcement as Group announcement – but for calls from a maximum of 3 phone numbers. Enter the phone numbers in the list for Personal announcement or transfer them from the Caller ID list. Personal announcement is always two-way communication (announcement and message function).

When recording a new announcement, the old announcement will be deleted automatically. This applies to each type of announcement.

Before recording an announcement, it is a good idea to test the recording quality in order to find the best voice intensity and distance to the microphone. This will ensure optimum sound quality.

Playing announcements

Press →

Press !!!

or

Press ↔

Press !!!

or

Press 📞📞📞

Press !!!

or

Press 📞

Press !!!

Announcement Only is played.

Announcement and Message is played.

Group announcement is played.

Personal announcement is played.

If no announcement has been recorded 📞 flashes.

Phone number lists for Group announcement and Personal announcement

Phone numbers to be answered by Group announcement or Personal announcement must be entered into the phone number list of each type of announcement. You may also transfer numbers from the Caller ID list.

You may enter the same phone number in both lists.


Automatically BeoTalk 1100 gives higher priority to Personal announcement than to Group announcement. This means that a call from a phone number which exists in both lists will be answered by the Personal announcement.

Once the announcements have been recorded and phone numbers entered, the types of announcements must be activated and the answering machine function connected (see page 28).


Entering phone numbers

Press  or 

Enter the 1st phone number

Press 

Enter the 2nd phone number

Press 

Continue this process until the wanted phone numbers have been entered.


For Group announcement up to 30 numbers.

For Personal announcement up to 3 numbers.


*The first number in the list is shown in the display.
If the list is empty, - is shown.*

*The numbers are stored in the same order as they are entered.
The number which was entered first is shown in the display with index number 1, the next number with index number 2...*

Transferring phone numbers from the Caller ID list

Press  until the wanted number is shown in the display.

Press  or 

Press 

The symbol for the selected type of announcement and the phone number are shown in the display.

You may record your announcements and build up the phone number lists in the order that you prefer.

If a phone number list is complete, phone number and index number flash in the display. An existing number must be deleted before a new number can be entered.

Scrolling through the phone number lists

Press  or 

The last entered number in the list is shown in the display followed by an index number, 1-30 or 1-3.

Press < or > to search in the phone number list.

Editing possibilities

...while entering numbers

Press < or > to move the cursor to the digit that you want to change.

Press — for 2 seconds to delete the shown number.

...after entering

Press  or 

The last entered number in the list is shown in the display followed by an index number, 1-30 or 1-3.

Press < or > to search in the phone number list.

Press — to delete the shown number.

- - - is shown in the display.

Enter new numbers, if necessary.

Press + to conclude editing.

Selecting type of announcement – activating the answering machine function

After having recorded the announcements, you must activate the announcement types that you want and then connect the answering machine function.

Please note

- Announcement Only and Announcement and Message are always activated.
- Group announcement and Personal announcement can easily be activated at the same time.
- Group announcement and Personal announcement can only be activated if an announcement has been recorded and at least one phone number has been entered in the phone number lists.

Deactivating the answering machine function

Selecting Announcement Only or Announcement and Message – activating the answering machine function

Press \rightarrow or \leftrightarrow \rightarrow or \leftrightarrow is shown in the display.

Press \diamond *The answering machine function has now been connected.*

Activating Group announcement or Personal announcement

Press $\text{†}^*\text{†}$ or † $\text{†}^*\text{†}$ or † is shown in the display.

Deactivating Group announcement or Personal announcement

Press $\text{†}^*\text{†}$ or † until the symbol flashes in the display.

Deactivating the answering machine function

Press \diamond $\text{†}^*\text{†}$, † , \rightarrow and \leftrightarrow are turned off in the display.

Using the Caller ID list via the secondary operation panel

When there are new numbers in the Caller ID list **123** is on and the display is illuminated. The numbers can be displayed via the primary and the secondary operation panel.

Each number in the list is followed by an index number 1-50. Index number 1 is the newest number in the Caller ID list.

If Caller ID is not possible, the following information is displayed:

- 0 when no number is transferred due to technical limitations, e.g. international calls.
- 1 when the call is from a withheld number, e.g. an unlisted number.

Displaying new numbers in the Caller ID list

Press **123**

The newest number is shown in the display alternating with the time for the call.

While new numbers are being displayed, you may...

...advance in the list

Press **123**

The next number is shown in the display alternating with the time for the call.

...go back in the list

Press **123** until the previous number is shown.

***123** is turned off in the display when the last new number has been shown or when a possible message belonging to the number has been played.*

...delete a number

Press **—** to delete the number shown in the display.

- - - is shown in the display.

A related message is shown in the display with **+ !!!**.

...play a related message

Press **!!!**

Displaying old numbers while there are still new messages

Press **123**

Press **<** or **>** to search in the list.

Playing messages via the secondary operation panel

Messages can be played both from the primary and the secondary operation panel.

When there are new messages the display is illuminated and the symbol **!!!** is on.

Storing new messages

In some situations it would be convenient to store a message as a "new message" so that another user of the answering machine can receive the message. A message will only remain new until it is played a second, but it can be stored again as often as you wish.

Deleting messages

It is not necessary to delete messages after having played them. BeoTalk 1100 automatically deletes the oldest messages in order to make room for new ones. BeoTalk 1100 never deletes new messages automatically.

Playing new messages

Press **!!!**

BeoTalk 1100 starts playing the new messages – the most recent message first. The phone number is shown in the display alternating with the time for the call.

***!!!** is turned off in the display when the final message has been played.*

While playing a message, you may...

...proceed to the next message

Press **!!!**

The phone number is shown in the display alternating with the time for the call.

...go back to the previous message

Press **!!!** until the number of the previous message is shown in the display.

...store a message

Press **+** while playing to store the message as a "new message".

***+** **!!!** is shown in the display.*

...delete a message

Press **—** to delete the message being played.

***- - -** is shown in the display.*

Please note

- New messages can be both incoming messages and Internal messages. While playing Internal messages an L is shown in the display.

Replaying messages

After having played new messages...

Press **!!!** for every message you want to replay.

Internal message

With the function Internal message you can record and leave a message for another user of the answering machine. This message will be played back just like any other ordinary message.

Recording an Internal message

Press **Ⓟ**
Record a message
Press **Ⓟ**

Ⓟ is shown in the display.

The message is played back and the duration is shown in the display.

Rejection of calls

If you do not want to receive calls from certain phone numbers, you can enter the numbers in the Rejection list ensuring BeoTalk 1100 reject the calls. You may also transfer a number from the Caller ID list to the Rejection list.

BeoTalk 1100 answers the calls immediately after the phone starts ringing, independently of the ringing time that you have entered.

The call will be answered by a rejection tone. The number of the incoming call will be transferred to the Caller ID list.

BeoTalk 1100 gives higher priority to Rejection than to Group announcement and Personal announcement. This means that a call from any number will be rejected if the same number exists in all three lists.

Entering phone numbers to be rejected

Press **×**

The first number in the list is shown in the display.

If the list is empty, - is shown.

Enter the 1st phone number

Press **+**

The numbers are stored in the same order as they are entered.

The number that is entered first is shown with index number 1, the next number with index number 2...

Enter the 2nd phone number

Press **+**

Continue this process until the required numbers have been entered, maximum 10.

Transferring phone numbers from the Caller ID list

Press **123** until the required number is shown in the display.

Press **×**

Press **+**

***×** and the required phone number are shown in the display.*

The list can be edited in the same way as the phone number lists for Group announcement and Personal announcement, see page 27.

Scrolling through the Rejection list

Press **×**

Press **<** or **>** to search in the list.

The latest number in the list is shown in the display followed by an index number 1-10.

Activating the Rejection function

Press **×**

***×** is shown in the display.*

When you use Rejection of calls the answering machine function must be activated.

Deactivating the Rejection function


Press **×** until the symbol flashes in the display.

Listening-in

When you activate Listening-in you can listen to “the conversation” between the answering machine and the person calling.


If you activate or deactivate Listening-in while BeoTalk 1100 is answering a call, this function will only be operational during the call in progress.


Activating Listening-in

Press 

 is shown in the display.

Deactivating Listening-in

Press 


 flashes 4 times after which it is turned off.

Silent Answer


If you do not want to be disturbed by the phone you can connect Silent Answer. The answering machine will answer all calls during the first ringing tone. In some cases you will hear a short beep.

On certain types of exchanges it will be possible to cancel the beep sound. Please refer to Worth knowing – about problem-solving on page 40, section 3.

Connect Silent Answer

Press 


The ringing time from 01 to 99 is shown in the display.

Press 

□□□□□□□□□□ is shown in the display alternating with date and time.

When you use Silent Answer the answering machine function has to be connected.

Disconnect Silent Answer

Press 


The ringing time from 01 to 99 is shown in the display.

Volume



The volume in the loudspeaker can be adjusted in 8 steps. 1 is the lowest and 8 the highest volume.

The volume can be adjusted while the clock is shown in the display or while playing incoming messages or outgoing announcements.

Please note

- For technical reasons the volume cannot be adjusted when you make a call with **Call return** or  and while you play outgoing announcements if Listening-in is connected.

Adjusting the volume

Press  to increase the volume.
Press  to decrease the volume.


A broken line in the display shows the actual volume from 1 to 8.

Ringling time

BeoTalk 1100 can answer incoming calls after a ringing time from 1 to 99 seconds. This function is programable. The ringing time is pre-set to 15 seconds, which corresponds to the telephone ringing 2-3 times before BeoTalk 1100 answers the call.

The actual ringing time may be a little longer, as a ringing tone once commenced must be finished first.

Setting the ringing time

Press 
Enter the required ring time from **1** to **99** seconds.
Press **+**

Actual ringing time is shown in the display.

New ringing time is shown in the display.


PIN-code for remote control

To be able to remote control the answering machine from an external telephone, you must enter a PIN-code of your own choice.


While the PIN-code is being entered it is shown in the display as a confirmation.

If you forget your PIN-code you just have to enter a new code.

Entering PIN-code

Press 

Enter a 4-figure code with the 0...9 keys

Press 

- - - - is shown in the display.

The entered code is shown in the display.

Remote control

With the PIN-code you will get access to remote controlling your BeoTalk 1100.

Please note

- If the answering machine function has not been activated, at least one and a half minute will pass before BeoTalk 1100 answers the call.

While remote controlling it is possible to:

1. Play messages.
2. Activate the answering machine function.
3. Record outgoing announcements.

It is only necessary to store a message if you still want it to play as a "new message".

It is not necessary to delete messages after having played them. BeoTalk 1100 automatically deletes the oldest messages when there is no memory left for new messages.

Access to remote control

Call BeoTalk 1100.

Wait until BeoTalk 1100 starts playing the announcement (up to 1½ minute).

Press ✕

The announcement is interrupted and dialling tone becomes audible.

Enter the PIN-code

Access signal for remote control becomes audible.

If the PIN-code has been incorrectly entered or if BeoTalk 1100 will not accept it, press ✕ and the PIN-code again.

Playing messages

Press **5** to play messages.

BeoTalk 1100 starts playing new and/or old messages.

While playing...

Press **5** to play the next message.

Press **8** to store the message being played.

The message is stored as a "new message".

Press **0** to delete the message being played.

Press **#** to interrupt the message being played.

...Remote control

When the answering machine function has been activated remotely, it is only possible to deactivate the function locally on BeoTalk 1100.

Please note

- BeoTalk 1100 cannot be remote controlled if it is being operated locally at the same time.

Connecting the answering machine function

Press	1	to activate Announcement Only.	<i>Announcement Only is played.</i>
	<i>or</i>		
Press	2	to activate Announcement and Message.	<i>Announcement and Message is played.</i>

Recording a new announcement

Press	1 or 2	to choose Announcement Only or Announcement and Message.
Press	3	to start recording.
Record	an announcement.	
Press	3	to conclude recording.

Cancel recording...

Press **#** while recording.

Rate saver

The Rate saver can be used when you remote control BeoTalk 1100 in order to play possible new messages.

If there are new messages BeoTalk 1100 answers all calls after just two ringing signals, irrespective of the ringing time that you have entered.

If there are no new messages, the ringing time corresponds to that previously entered. You then have time to replace the handset before BeoTalk 1100 starts answering the call. This means that you can save the cost of a call from certain countries.


To be able to use the Rate saver, the function must be activated on BeoTalk 1100.

Activating the Rate saver

Press \$ *\$ is shown in the display.*

Deactivating the Rate saver

Press \$ *\$ flashes 4 times after which it is turned off.*


Symptom	Possible cause	Possible correction
The answering machine function cannot be activated.	No announcement has been recorded for the chosen type of announcement.	Record an announcement and activate the announcement type.
Silent Answer cannot be connected.	The answering function has not been connected.	Connect the answering function.
During an incoming call a beep is heard from a parallel telephone even if the Silent Answer has been connected.	Technical limitations on certain exchanges.	When BeoTalk 1100 displays the clock: Press + 01 + . Connect Silent Answer and make a call in order to check if it is possible to enter a message. If it is impossible, then reset BeoTalk 1100 to the first setting by pressing + 01 + . Check again.
A new number is shown in the display, but the telephone does not ring.	<ul style="list-style-type: none"> • Silent Answer has been connected. • Rejection of incoming calls has been activated. 	
Somebody cannot call you.	The number exists in the Rejection list, and the function has been activated.	
Phone numbers from the Caller ID list which are followed by – cannot be called using the Call Return button.	Due to technical limitations.	
The display is illuminated although all messages have been played.	New information received (Caller ID or messages).	Scroll through the Caller ID list or play messages.
 is shown in the display and the display is illuminated.	<ul style="list-style-type: none"> • BeoTalk 1100 has not been connected to the telephone plug. • A telephone is off-hook. 	<ul style="list-style-type: none"> • Connect BeoTalk 1100 to the telephone plug. • Replace the handset.
BeoTalk 1100 answers the call sooner than the pre programmed ringing time.	New information received, and at the same time the Rate saver has been activated.	
The phone rings even if the Silent Answer has been connected.	You do not subscribe to the Caller ID service.	








The phone rings more than one time when using Rejection of incoming calls.	<ul style="list-style-type: none"> • Technical limitations. • Rejection has not been activated. 	
BeoTalk 1100 continues to play the announcement even after you have answered the call.	BeoTalk 1100 has not registered that the call has been answered by the user.	<ul style="list-style-type: none"> • Replace the handset briefly, <i>or</i> • Press the Message, Caller ID or Call return key on BeoTalk 1100.
<input type="checkbox"/> is shown in the display.	The incoming messages have been compressed.	Play messages.
The remote control does not work.	<ul style="list-style-type: none"> • The PIN-code has not been entered. • The telephone, from which you call, does not transmit tones. • BeoTalk 1100 is being operated locally. • The connection is poor. 	<ul style="list-style-type: none"> • Enter the PIN-code. • Call from another telephone. • Wait a while to call again. • Call from another telephone.
BeoTalk 1100 is "dead".	BeoTalk 1100 has been incorrectly connected.	Check the connection.
A number called from a parallel telephone is not shown in the display.	The telephone, from which you call, does not transmit tones.	
The clock does not show correct time.	Power failure.	Set the clock.
While playing messages with the remote control, BeoTalk 1100 executes commands that you have not asked for.	A message contains DTMF tones.	<ul style="list-style-type: none"> • Press # and continue the operation. • Replace the handset and call again.
BeoTalk 1100 answers a booked call.	BeoTalk 1100 perceives the call as an ordinary call.	Deactivate the answering machine function until the booked call has been concluded.
Personal announcement, Group announcement and Rejection of calls do not function.	The complete telephone number, including the area code, has not been stored in the lists.	Store the complete number.
Call back of a Caller ID number followed by a hyphen is impossible.	Due to technical limitations from the operator.	


Capacity

Total speech time of up to 10 minutes for outgoing announcements, incoming messages and internal messages.

Memory

When pressing the **+** button, the symbol  in the display shows how much of the memory has been used. The memory status depends on how much space the outgoing announcements and the new messages take up.

The symbol for memory used is shown in 5 steps: , , , ,  where  indicates almost no memory used, and  almost the entire memory used.

When the entire memory has been filled,  flashes in the display, it is then necessary to play new messages in order to gain more space.


The memory for announcements, messages and phone number lists works independently of any power failure.

Automatic deleting and compressing of messages


BeoTalk 1100 automatically deletes all messages played, when more space is needed.

If no more messages can be deleted and the memory remains full owing to too many new messages, BeoTalk 1100 compresses these messages so that they take up less space in the memory. Compressed messages are perfectly comprehensible, but with slightly less clarity.

After compressing, if there is still not enough memory for new messages, BeoTalk 1100 automatically switches to playing Announcement Only. If no announcement for Announcement Only has been recorded, BeoTalk 1100 plays Announcement and Message followed by a series of tones that are interrupted at a slow tempo.

The symbol  is shown in the display when BeoTalk 1100 plays compressed messages.

In order to gain more space it is necessary to play new messages.

It is still possible to operate BeoTalk 1100 when automatic compressing is in progress. During the compressing  flashes in the display.

After compressing, the sound quality will be reduced until ALL new messages have been played.

SOUND SIGNALS

BeoTalk 1100 transmits the following sound signals when remote controlling and when calling the answering machine:

0 — 1 — 2 — 3 — 4 seconds

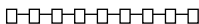
Access tone to record a message

Unbroken tone.



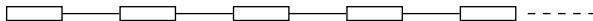
Memory is almost full

Tone interrupted at very high tempo.



Memory is full

Tone interrupted at slow tempo.



Rejection of incoming calls

Tone interrupted at high tempo.



Access tone for remote control

Tone interrupted at very high tempo.



Remote control command accepted

Tone interrupted at very high tempo.



Remote control rejected

Tone interrupted at very high tempo.



□ = sound signal

— = pause

Approvals

The equipment has been approved to Council Decision 98/482/EC for pan European single terminal connection to the Public Switched Telephone Network (PSTN).

The equipment has been designed to work on all EEA countries. However, due to differences between the individual PSTNs provided in different countries the approval does not, of itself, give an unconditional assurance of successful operation on every PSTN network termination point. If the equipment is intended for use in other countries than purchased, serious hardware and software changes are necessary.

Cleaning

Clean your BeoTalk 1100 with a soft cloth dipped in water containing a few drops of mild detergent.

Data

Power supply	Netadaptor 230 V AC / 9 V DC
Ambient temperature	+5°C - +55°C
Relative humidity	15% – 95%
Network	Analogue (PSTN)

